6. The sensor for simulated combat according to claim 2, wherein the anti-impact container is situated inside a pocket.

7. The sensor for simulated combat according to claim 6, wherein the pocket is on clothes worn by a combatant.

8. The sensor for simulated combat according to claim 3, wherein the anti-impact container is situated inside a pocket.

9. The sensor for simulated combat according to claim 8, wherein the pocket is on clothes worn by a combatant.

10. A sensing system for simulated combat, comprising:

at least one support and resonance plate (2);

a measuring and recording station (4);

a sensor (1) adapted to identify an impact on the support and resonance plate (2) and to send a signal to the measuring and recording station (4);

an intermediate apparatus (3); and

an anti-impact container in which the intermediate apparatus is housed,

wherein said intermediate apparatus (3) after analyzing characteristics of effects produced by the impact and comparing the characteristic of the effects with characteristics produced by a recorded impact of a non-lethal projectile fired from a gun, sends the signal to the measuring and recording station (4) only in a case where the characteristics coincide substantially.

11. The sensing system for simulated combat according to claim 10, wherein the sensor transmits the characteristics of the effects p educed by the impact by means of wiring (8) which connects the sensor to the intermediate apparatus (3).

12. The sensing system for simulated combat according to claim 10, wherein the sensor transmits the characteristics of the effects produced by the impact to the intermediate apparatus (3) in the form of radio signals.

13. The sensing system for simulated combat according to claim 10, wherein the anti-impact container is situated inside a pocket.

14. The sensor for simulated combat according to claim 13, wherein the pocket is on clothes worn by a combatant.

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